

# Malk In Progress

## Overview

Overview



## Basics

Basics

Name

Player

Chronicle

Baltimore After Dark

Nature

Scientist

Demeanor

Creep Show

Concept  
More Than Mad  
Clan  
Malkavian  
Generation  
10th  
Sire

# Attributes

## Attributes

Physical  
S  
Strength  
Specialization  
11000  
Dexterity  
Rapid Reflex  
11110  
Stamina

11000  
Social  
T  
Charisma  
Specialization  
10000  
Manipulation

11100  
Appearance

11100  
Mental  
P  
Perception  
Specialization  
11111

Intelligence  
Compulsive Researcher  
11110  
Wits

11100

# Abilities

Abilities

Talents  
T  
Alertness  
The little details  
11110  
Athletics

00000  
Awareness

11100  
Brawl

00000  
Empathy

10000  
Expression

00000  
Intimidation

00000  
Leadership

00000  
Streetwise

11000

Subterfuge

00000

00000

Skills

s

Animal Ken

Specialization

00000

Crafts

11100

Drive

10000

Etiquette

00000

Firearms

10000

Larceny

11100

Melee

00000

Performance

00000

Stealth

11100

Survival

00000

00000

Knowledge

P  
Academics  
Linguistics  
11111  
Computers  
Database Administration  
11110  
Finance

00000  
Investigation

11100  
Law

00000  
Medicine

00000  
Occult

11100  
Politics

00000  
Science

11100  
Technology

11100

00000

# Advantages

Advantages

Disciplines

Dementation  
11100

Auspex  
11000

Obfuscation  
11000

00000

00000

00000  
Backgrounds

Resources  
11100

Domain  
11000

Generation  
11100

Alternate Identity  
11000

00000

00000  
Virtues  
Conscience/Conviction

11100  
Self-Control/Instinct

11000  
Courage

11111

Humanity/Path

11111 00000

Path

Humanity

Bearing

Willpower

11111 10000

00000 00000

Blood Pool

11111 11111

11100 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Cold Read

Clan

3

Medium

Supernatural

2

Grand Library (Aca, Occ, Comp, Sci, Tech, Inv)

Mental

4

Acute Senses

Physcal

1

Flaw  
Type  
Bonus  
Infectious  
Clan  
3  
Lame  
Physical  
3  
Botched Presentation  
Social  
1

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

Experience

Total

75

Spent

75

Notes

- 2 Freebies for 2 dots in Generation
- 2 Freebies for 1 dots in Computers
- 4 Freebies for Grand Library
- 5 Freebies for 1 dot in Intelligence
- 2 Freebies for 1 dot in Academics

1 Freebies for 1 dots in Will  
1 Freebies for Acute Senses  
3 Freebies for Cold Read  
2 Freebies for Medium  
5 xp for 1 dot in Dementation  
3 xp for 1 dot in empathy  
2 xp for 1 dot in Alternate Identity  
3 for Occult  
4 for 2 dots in Occult  
10 xp for Obfuscation  
5 for 1 dot in Obfuscation  
6 xp for 2 dots in Awareness  
4 for 1 dot in Larceny  
4 for 1 dot in Science  
4 xp for 1 dot in Investigation  
12 xp for 1 dot in Intelligence  
2xp for Streetwise

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

# Description

Description

Age

Apparent Age

D.O.B.

R.I.P.

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

# History

History

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